WORD ARCHON

Word archons are seven-foot-tall celestial beings with bronze skin and "wings" formed from countless pieces of parchment. They act as guardians of pure concepts such as goodness, virtue, and love.

True Orators. Word archons use the power of words to perform onomancy, magic fueled by universal truth. These celestial beings believe that the magic of true names and concepts is the most pure form of expression in the multiverse. To a word archon, words of power are seen as holy, and they despise any that would use them for evil or selfish reasons. Word archons are exceptionally intelligent. They can understand and speak any language they desire. The true power of these beings comes from their ability to utter combinations of words in Truespeech, the original language of the multiverse.

Noble Truth. Word archons saw it as their duty to defend the definitions of noble concepts from corruption. They commonly leave their home on the plane of Celestia to enact their will throughout the multiverse, seeking and amending any corruption to universal truth.

Lexicons of Truth. Scholars who investigated the concept of Truespeech divided it into three "lexicons". Each lexicon concerned a single group of names the true names of creatures, objects, or places. Word archons were known to speak utterances from all three lexicons. Anyone with access to the true name of a creature, object, or place, can enact their will on the chosen subject if they were also versed in onomancy. Part of the reason why word archons are so skilled in this practice is because they have the ability to know a subjects true name by sight alone.

Word Archon

Medium celestial, lawful good

Armour Class - 16 (breastplate)
Hit Points - 115 (11d8 + 49)
Speed - 30 ft., fly 80 ft.

STR 22 (+6)
DEX 14 (+2)
CON 22 (+6)
INT 22 (+6)
WIS 16 (+3)
CHA 18 (+4)

Skills Arcana +9, History +9, Nature +9, Perception +6, Persuasion +7, Religion +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 60 ft., passive Perception 16
Languages all
Challenge 8 (3,900 XP)

Traits

Aura of Menace.
The archon projects a menacing aura in a 20 foot radius around it at all times. Whenever a creature starts its turn inside the aura or enters it for the first time on their turn, the archon can force that creature to make a DC 15 Wisdom saving throw. Fiends have disadvantage on this saving throw. Any creature that fails the saving throw has disadvantage on attack rolls against the archon until the end of their turn. A creature who succeeds on the saving throw is immune to the aura's effects for 24 hours.

Actions

Multiattack.
The archon uses one of its utterances and makes two melee weapon attacks.

Holy Maul.
Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.
Hit: 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) radiant damage.

Utterances.
The word archon is capable of uttering words of power that have a variety of magical effects.

Decay: The archon chooses a creature within 60 feet and causes it to waste away. The target takes 10 (3d6) necrotic damage, or half as much on a successful Constitution saving throw.

Incarnation: One creature of the archons choosing within 60 feet has its true name altered and becomes a celestial, fey, or fiend in addition to their other types for 24 hours. The creature gains darkvision out to 60 ft., resistance to non-magical damage, and has advantage to save against effects of spells and other magical effects during this time.

Nurture: One creature of the archons choosing within 60 feet regains 28 (8d6) hit points.

Shockwave: All creatures of the archon's choosing within 60 feet must succeed on a DC 15 Constitution saving throw, taking 7 (2d6) non-lethal bludgeoning damage on a failed save or half as much on a successful one. Creatures that fail their save are also knocked prone.